

# Start the Natural Debugger

Below is a rough guideline on how to proceed when planning to apply the Natural Debugger. Before starting the Natural Debugger, note the following:

The Natural Debugger can be applied to stowed or cataloged Natural objects only.

The Natural Debugger can only be applied to Natural Version 2.3 or 3.1 objects, but not to objects stowed with any previous version.

Below is information on:

- Invoke the Natural Debugger
  - Default Object
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## Invoke the Natural Debugger

### To invoke the Natural Debugger

1. Establish a debug environment for a Natural program or application:
  - Invoke the Debug Main Menu by entering the direct command TEST.  
Or, from within a running application, enter the terminal command %<TEST.  
The Debug Main Menu provides the following functions:
    - Set Test Mode ON/OFF
    - Debug Environment Maintenance
    - Spy Maintenance
    - Breakpoint Maintenance
    - Watchpoint Maintenance
    - Call Statistics Maintenance
    - Statement Execution Statistics Maintenance
    - Variable Maintenance
    - List Object Source
2. Use the functions of the Debug Main Menu to specify debug entries for a Natural program or application.
3. Activate the Natural Debugger:
  - In the direct command line or in the NEXT line, enter TEST ON.  
Or, on the Debug Main Menu, enter Function Code T.
4. Execute the Natural program or application.

## Default Object

The maintenance functions of the Natural Debugger as described in the relevant sections, refer to objects you specify either in the corresponding name fields of menus or with direct commands. If you do not specify an object name, by default, the Natural Debugger assumes the name of the current object as it is displayed in the field Object, in the upper right corner of the screen. With a default object defined, no object name is required in direct commands and menu options used to specify breakpoints or watchpoints. To change the default object, see the syntax of the command SET in the section Command Summary and Syntax.